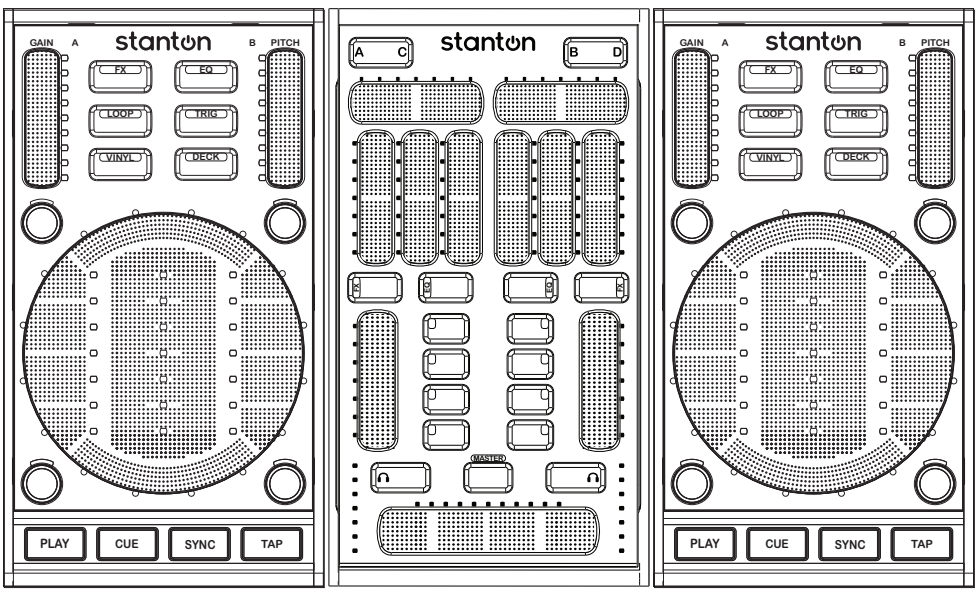
# SC SYSTEM 3

## Portable Touch Surface DJ Controller




SCS.3d SCS.3m SCS.3d

**User Manual**

## Important Safety Instructions

- Read and follow the provided instructions before operating the SC System 3.
- Adhere to all warnings and security advices, and retain this document for future reference.

**Installation:** Install the SC System 3 in accordance with the provided instructions

**Power Supply:**
- The SCS.3m should be connected to a power supply outlet only of the voltage and frequency marked on its rear panel and/or its AC adapter.
- The power supply cord should be routed so that it is not likely to be walked on or pinched.
- The power supply cord of the SCS.3m should be unplugged from the wall outlet when it is to be unused for a long period of time, or during electrical storms.

**Placement and Environment:**
- Locate the SCS.3 controllers away from direct sunlight and any equipment that produces heat such as power supplies, amplifiers, and heaters.
- Place your SCS.3 controllers on stable surfaces, away from sources that generate hum or noise, such as transformers, or electric motors.
- The location and position of the SCS.3 controllers should not interfere with their proper ventilation.
- Do not use the SCS.3 controllers near water. For example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool.
- To reduce the risk of fire or electric shock do not expose the equipment to rain or moisture or use it in damp or wet conditions.
- Protect the SCS.3 controllers from excessive dirt and dust.
- Avoid drinks spillage, tobacco ash, and other contaminants that may affect the performance of the touch surface.
- Do not place heavy objects on the SCS.3 controllers surface.

**Cleaning:** Unplug the SCS.3m from the wall outlet before cleaning. Never use benzine, thinner, or other solvents for cleaning. Use only a soft damp cloth.

**Service:**
- The SCS.3m contains no user-serviceable parts.
- The manufacturer is not responsible for any damage or personal injury resulting from unauthorized user servicing or modifications. Please read the warranty.
- The warranty will be void if any unauthorized service by the user is detected.
- If service is required, please contact Stanton Tech at +1 954.316.1500 (Option 3)

**WARNING**

To reduce the risk of electric shock, do not expose this apparatus to rain or moisture. Ensure that the apparatus is not exposed to splashing and that no objects filled with liquids, such as vases, are placed on the apparatus.

**CAUTION:** To reduce the risk of electric shock, do not remove any cover. No user serviceable parts inside. Refer servicing to qualified personnel only.

The lighting flash with arrowhead symbol within the equilateral triangle is intended to alert the user to the presence of un-insulated “dangerous voltage” within the product enclosure that may be significant enough to constitute a risk of electric shock.

The exclamation point within the equilateral triangle is intended to alert the user to the presence of important operation and maintenance (servicing) instructions in the literature accompanying this appliance.

**CAUTION**

To prevent electric shock, do not use this polarized plug with an extension cord, receptacle or other outlet unless the blades can be fully inserted to prevent blade exposure.

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# 1. Introduction

## 1.1 Welcome to the SC System 3!

Thank you for purchasing the SC System 3, one of the most advanced touch sensitive DJ control systems ever created. The SC System 3 integrates touch sensitive technology with Atomix Production's award winning Virtual DJ LE software to allow you to interact with your music in ways previously not possible with traditional DJ gear.

With the SC System 3, we hope that you find yourself mixing your favorite songs in a matter of minutes with the guidance of this manual. Before we begin, please register your SCS.3 controllers. Just go to *http://www.enterthesystem.com* and click on the Product Update Registration link. We look forward to keeping you informed about the latest presets, firmware updates, new releases, and more…

## 1.2 Overview

The SC System 3 consists of two decks (SCS.3ds) and a mixer (SCS.3m) that have much of the same controls of a traditional two turntable and mixer setup, however they are way more powerful and advanced. At a fraction of the size and weight of a traditional setup and with minimal moving parts, the SC System 3 is a great solution no matter if you are a seasoned veteran or a beginner DJ.

Atomix Virtual DJ LE software (included in the box) perfectly integrates with the SC System 3. The SCS.3 controllers not only allow you to mix between four songs, but also allow you to manage your music collection, loop, add effects, and engage Virtual DJ LE's synchronization engine to help automatically line up two songs without the years of practice required on a traditional vinyl setup.

Because of the tight interaction between the SCS.3 controllers and Virtual DJ LE, everything that happens on screen stays in perfect harmony with the light feedback on the controllers, allowing you to mix in low light environments and focus on your performance with confidence.

Main SCS.3 controller features:

- StanTouch controller - it offers a simple tactile way to control sliders and change data or control effects automation
- Multi-touch sliders - they allow you to make fast transitions and develop new performance techniques
- Inspired by a traditional turntable and mixer layout, enabling scratching / cueing, 3-band EQ, cross fading, level setting, FX control and master/cue functions
- 4-deck support - controls up to 4 unique decks or tracks in DJ software
- Video mixing support (Full screen output requires upgrade to Virtual DJ Pro)
- USB class-compliant - no driver required for Mac® or PC computers
- Integrated powered USB hub - up to 4 USB devices can be plugged in
- Ability to be bus powered (without USB hub functionality)
- Small footprint - the SCS.3 controllers are compact, and fit anywhere a typical 15" laptop will fit
- Minimal moving parts ensure that the SC System 3 will not break down or wear over time unlike traditional controllers
- Portability - the SCS.3 controllers are easy to carry and can be used hand-held, if desired

Before you start hooking up your new units, let's check what is in the box!

## 1.3 Unpacking

Please check that you have received the following items:

(1) SCS.3m unit
(2) SCS.3d units
(1) Power supply (12 VDC)
(3) USB cables
(1) Headphone Adaptor Cable
(1) SC System Quick Start Guide
(1) SC System 3 DaRouter/Support CD (With Virtual DJ LE Install)

In addition to the above items, remember that to take advantage of the full potential of the SC System 3 you will need a Mac or PC computer (with Internet connection) to check for any potential updates to Virtual DJ that may provide enhanced functionality, and preferably an audio interface (if you do not own one, you can use the included headphone adaptor cable).

Let's get started by hooking up the SC System 3.

## 2. Connecting the SCS.3 Controllers

In this section we will briefly describe how to connect the SC System 3.

### 2.1 Remove the Rear Panels

Open the rear panel of the SCS.3m and two SCS.3d controllers.

On the SCS.3m (Figure 2.1), you will find:

(2) USB type “A” sockets
(1) USB type “B” socket
(1) 8 mm 12 VDC power supply

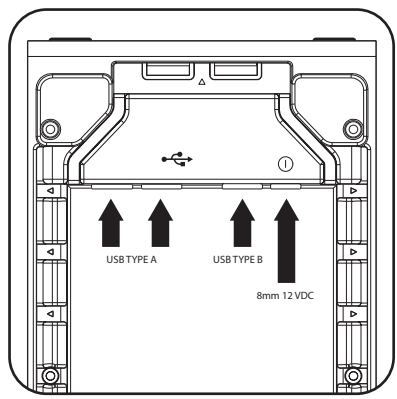



Figure 2.1

On the SCS.3d, you will find a USB type “B” socket. (Figure 2.2)

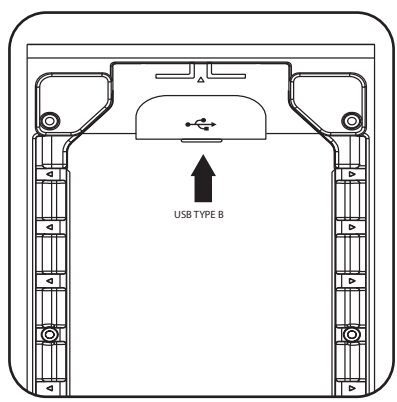



Figure 2.2

## 2.2 Connect the SC System 3

**A.** Connect the USB type "B" connector to the SCS.3m USB "B" socket and the other end of the USB cable to your computer's USB port.

**B.** Before connecting other devices, connect the SCS.3m to power.

**C.** Thanks to the SCS.3m integrated USB hub and the wire management options, you can now connect the two SCS.3d's either by routing the USB cables through the sides of the SCS.3d's and SCS.3m, or out the back of the SCS.3d and using the two rear panel USB connectors. The additional two USB sockets can be used to add peripheral devices such as flash storage, other controllers, or any other USB peripheral. (Figure 2.3)

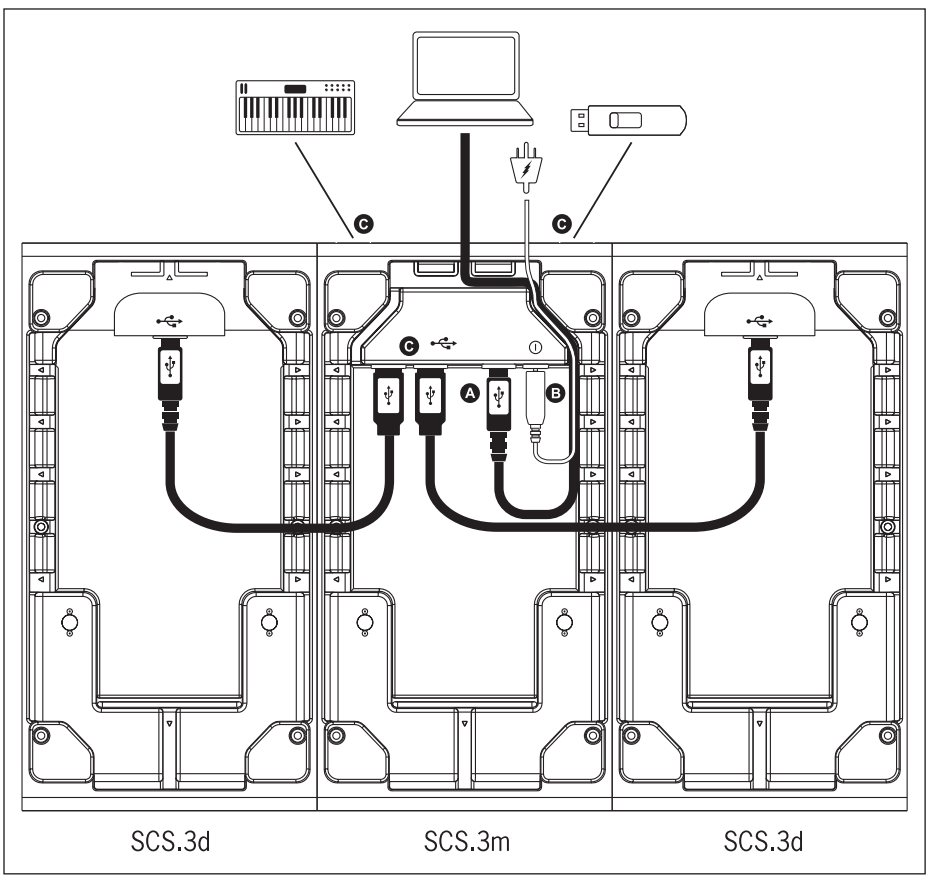



Figure 2.3

## 2.3 Installing Virtual DJ LE

### Windows

Before you can begin using your SCS.3PAK with your computer, you must install the included VirtualDJ LE software:

1. Please insert the included Stanton Support disc into your computer's DVD/CD drive.
2. Open the CD to view its contents, Open the folder titled "VIRTUAL DJ", then the folder titled “WINDOWS” and double-click the ".Msi file".
4. Follow the on-screen instructions to finish installing.
3. Open VirtualDJ LE by double-clicking the icon on your computer's Desktop (if you created a Desktop shortcut) or by going to Start : All Programs : VirtualDJ.

For more information on how to use VirtualDJ LE, please see the included Quick Start Guide and videos on your support CD.

### OSX

Before you can begin using your SCS.3PAK with your computer, you must install the included VirtualDJ LE software:

1. Please insert the included Stanton Support disc into your computer's DVD/CD drive.
2. Open the CD to view its contents, Open the folder titled "VIRTUAL DJ", then the folder titled “OSX” and double-click the ".PKG file".
4. Follow the on-screen instructions to finish installing.
5. Open VirtualDJ LE by going to Applications : VirtualDJ.

For more information on how to use VirtualDJ LE, please see the included Quick Start Guide and videos on your support CD.

## 2.4 Configuring Virtual DJ wth the included Audio Cable for headphone/speaker output

The SC System 3 comes with a special audio cable, which can be used in place of a seperate audio interface.

While we recommend purchasing an external audio interface for professional use, this cable will allow you to DJ with just the 1/8” mini-plug output from your computer. For serious DJs that already have one or more audio interfaces, it still comes in handy as something you can carry around with you as a backup solution, and as an easy to use alternative if you’re just sitting around building playlists and don’t want to have a bunch of stuff spread out everywhere.

To use the cable and your onboard soundcard, you’ll need to take a minute to configure Virtual DJ LE.

1. First, plug the cable into the Headphone output on your computer.
2. Then, plug the leads to your stereo, mixer, or powered speakers to the RCA outputs on the cable. This will be your main output.
3. Next, plug your headphones into the headphone jack on the cable.

Finally, within Virtual DJ LE, under CONFIG->SOUND SETUP, go to OUTPUT and select ‘Headphones’ This will send the appropriate signal (Master/Cue) to your speakers and headphones.

## 3. SCS.3m Description

### 3.1 SCS.3m – Traditional Mixer Comparisons

The SCS.3m was created to give you control of most common mixer functionality. You can see that the layout on the SCS.3m is symmetrical and that we are emulating a 2-channel mixer, similar to a typical DJ mixer. Keeping this comparison in mind will help you to understand the different features of the SCS.3m.

Let's begin by comparing the different control groups on the SCS.3m to their counterparts on a traditional mixer.

#### 3.1.1 Channel Pan

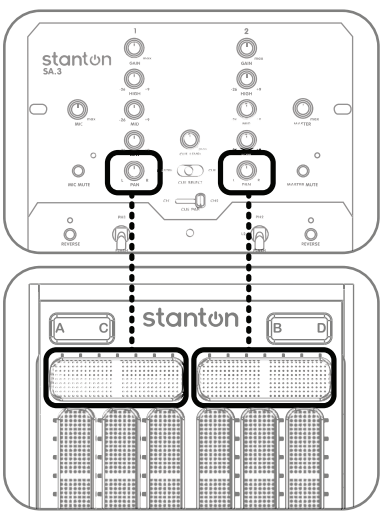



Figure 3.1

The Channel Pan control allows you to move the audio on that channel left or right in the stereo field. This can be used as an effect, or to compensate for problems either in the loaded track or the main speakers.

****NOTE: In Virtual DJ, these faders are used to control the FILTER or first FX parameter, depending on mode.

(Figure 3.1)

#### 3.1.2 EQ Section

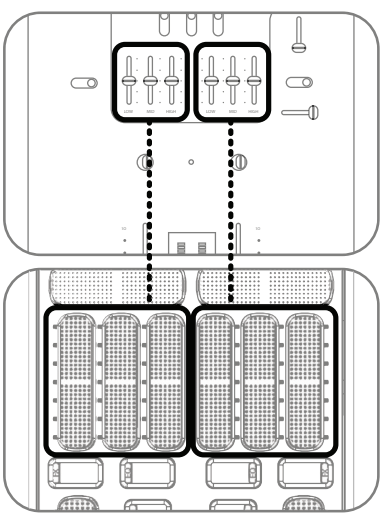


Figure 3.2

An EQ allows you to manipulate different frequencies. On the SCS.3m, the EQ section is separated into 3 sliders.

Each slider corresponds to a frequency range (Low, Mid, and High). You can use the EQ to make subtle adjustments to a track to "match" it to your other track (for instance, if the bass is too boomy). Many DJs will mix tracks together not just with the volume, but will also lower the bass of the incoming track so it blends smoothly with the playing track. You can also use the EQs as effects, radically changing the sound of a playing track. (Figure 3.2)

### 3.1.3 Channel Fader

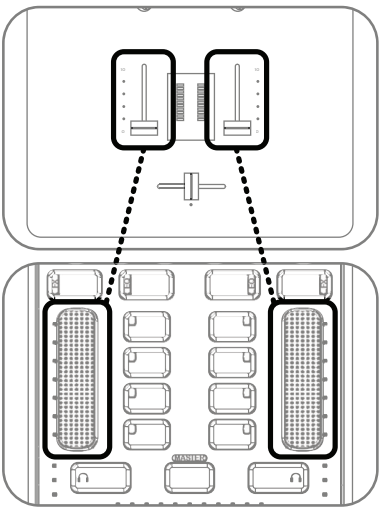


Figure 3.3

The Channel Faders (also called line faders, upfaders, etc.) control the volume of their associated channel before the signal gets to the Crossfader. The touch sensitive strips on the SCS.3m act just like the Channel Faders on a traditional mixer, allowing you to adjust the volume of the channel. Like the Crossfader, the Channel Fader on the SCS.3m has a row of LEDs next to it that will indicate its position. (Figure 3.3)

### 3.1.4 Crossfader

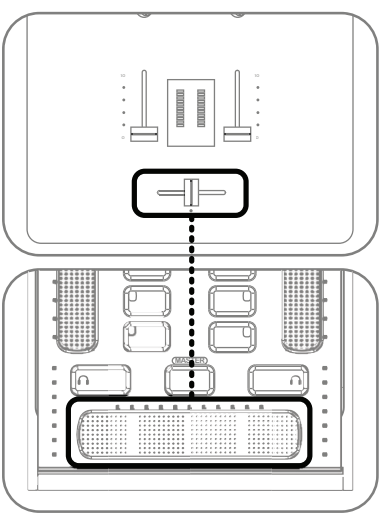


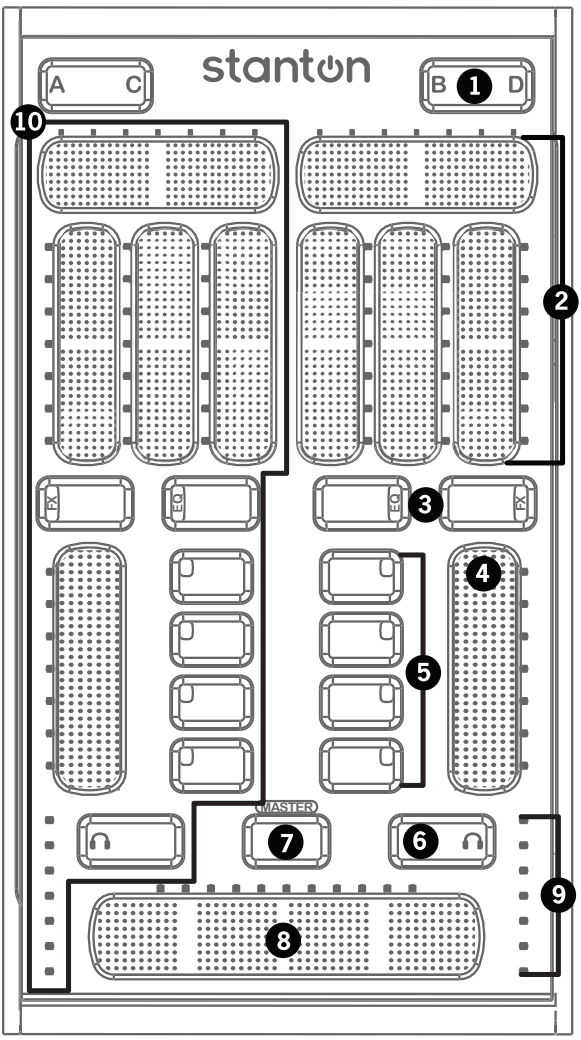
Figure 3.4

At the bottom of the SCS.3m or a traditional mixer, you will usually find a Crossfader.

The Crossfader is used to mix between sources of your mixer. Typically, moving the crossfader to the left transitions the audio to channel 1, and full right to channel 2. Anywhere in the middle is a mix of both channels. As you can see, on the SCS.3m there is not a traditional fader there to let you know the position of your crossfader. Instead, the SCS.3m has a row of LEDs above the crossfader that will indicate its position. (Figure 3.4)

### 3.2 SCS.3m Top Panel Functional Groups

The SCS.3m has 10 functional groups. (Figure 3.5)




1 Deck Switch

2 Slider Section

3 EQ/FX Mode Switches

4 Channel Fader

5 Button Section

6 Monitor Button

7 Master Mode Button

8 Crossfader

9 Channel Level Meter

10 Channel Strip

Figure 3.5

Let's read a brief description of each of them.

### 3.2.1 Deck Switch

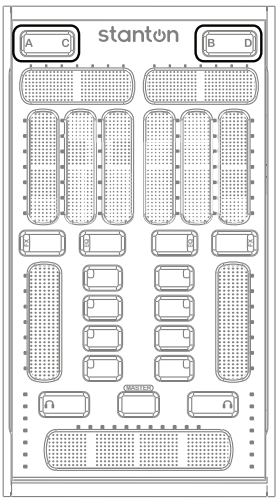



Figure 3.6

The Deck Switch button allows for each side of the SCS.3m to be switched between 2 virtual decks. Each side can be toggled independently, thus allowing 4 channels to be controlled in a conventional 2-channel design. (Figure 3.6)

In each Deck Switcher, there is a backlit letter (either A and C, or B and D) to indicate which virtual channel that side of the SCS.3m is controlling. The SCS.3m will keep current the controls for both decks and update to the latest values when returning to a deck.

This is done by providing a different set of MIDI controls that can be used to map to a different channel in a program such as Virtual DJ, or provide an additional set of controls in other applications. All of the controls for all "decks" and modes such as EQ, FX and Master are transmitted on one channel number so the SCS.3m only takes up one MIDI channel number in your MIDI setup. (Figure 3.7)

Figure 3.7

In some cases, you might also see the Deck Switching buttons used for things like alternative layouts. It really depends on the mapping and the application. In any situation, the Deck Switch buttons allow the SCS.3m to effectively double its number of controls while maintaining the same small form factor.

### 3.2.2 Slider Section

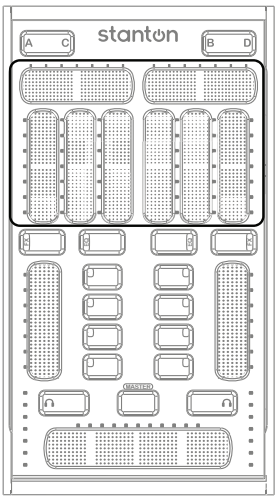



Figure 3.8

The slider section features 4 virtual sliders per deck, which can be toggled to control EQ or FX (or any other MIDI assignable control). (Figure 3.8)

The value of each slider is shown on the LEDs next to it. If you switch the Slider Section to a different mode (for instance, from EQ to FX mode), the SCS.3m will remember your settings and restore them when you switch back.

The sliders on the SCS.3m are touch sensitive "virtual faders." Moving your finger across one is like moving a fader, or turning a knob. Sounds pretty simple, and it is. However, there is another aspect to the sliders that is not obvious, and that is their "multi-touch" capability.

**Note**: Throughout the manual we will use the HOLD and the TAP icon to help you icon understand the multi-touch feature.

To do a multi-touch, press and *hold* one point on a slider, and then *tap* a different location. (Figure 3.9).

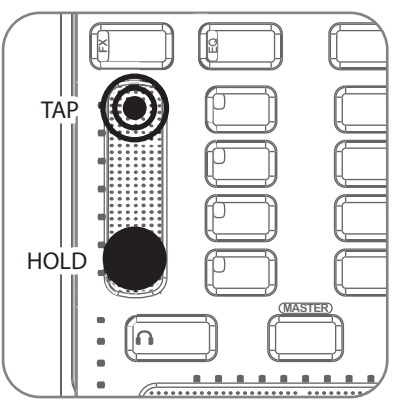



Figure 3.9

Using multi-touch on different sliders can produce some very interesting results. The faders can also be used as relative controls, allowing for very fine control of parameters with a total range greater than the length of the slider.

### 3.2.3 EQ/FX Mode Switches

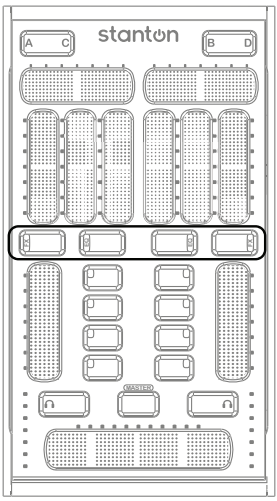



Figure 3.10

These buttons will toggle the Slider Section and Button Section between EQ controls and FX controls. Allows for 4 buttons and 4 sliders per deck. When switching modes the latest values for that mode will be displayed. (Figure 3.10)

### 3.2.4 Channel Fader

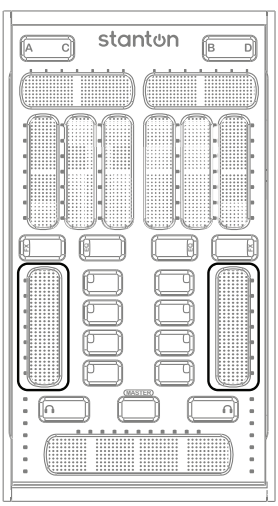



Figure 3.11

The Channel Fader is always assigned to control each channel's volume (even when you are in EQ/FX mode). With StanTouch technology, it is easy to do quick kills or gradual fades using this touch strip.

Like the other SCS.3m sliders, the Channel Fader lets you know its value with the LED strip next to it, and it will remember and recall its value when you switch channels. It is also multi-touch capable. Do you want to do a transform but don't have a LINE/PHONO switch? Try holding one finger at the bottom of the fader while tapping the top of the fader with another. This is easy to pull off with one hand, and accomplishes the same kind of effect. (Figure 3.11)

### 3.2.5 Button Section

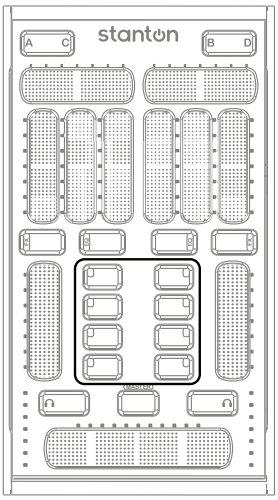



Figure 3.12

The Button Section consists of four buttons with multicolor feedback for control of on screen buttons or triggers. These can be assigned to EQ kills, FX engage, or other MIDI assignable features. (Figure 3.12)

The buttons next to each Channel Fader can be assigned to anything you want. You might see them controlling the effects in Virtual DJ, or samples and loops in Serato Scratch Live™.

### 3.2.6 Monitor Button

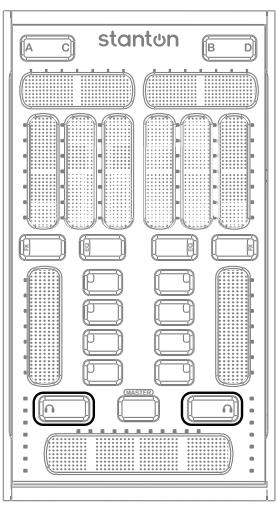



Figure 3.13

The Monitor Button allows for quick and easy toggling of the current channel for previewing a song before dropping it into a mix. (Figure 3.13)

### 3.2.7 Master Mode Button

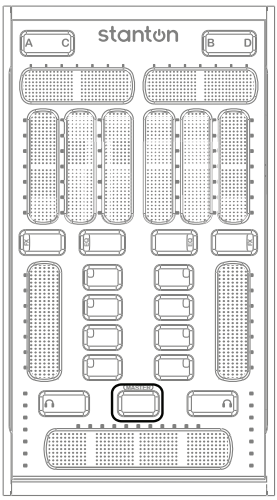



Figure 3.14

When the Master Mode Button is engaged, the Channel Faders and Crossfader temporarily become controls for monitor volume, master volume, and monitor mix. The VU meters also display the master levels for checking a clean output signal from your computer.

To enter “Master” mode, press and hold the Master button. The SCS.3m will remain in Master mode as long as you hold your finger on the Master button. (Figure 3.14)

### 3.2.8 Crossfader

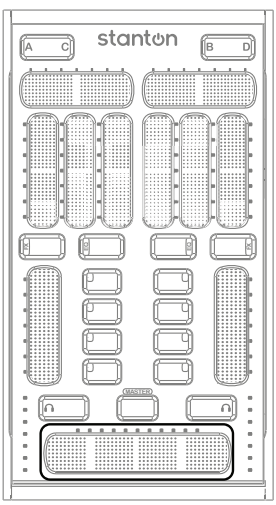



Figure 3.15

The extended length Crossfader gives extra fine control of blending between channels and more surface to perform multi-touch effects with two fingers for quickly cutting in and out of channels. (Figure 3.15)

Let’s say you wanted to emulate the sound of a crab scratch or flares using the SCS.3m crossfader. While there is not a back stop to bounce against, we can take advantage of multi-touch here and get something very similar. Try holding your index finger at the furthest end of the crossfader, and then drumming your other fingers (middle to pinky) on the surface next to it. (Figure 3.16)

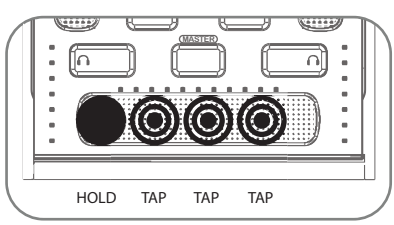



Figure 3.16

### 3.2.9 Channel Level Meter

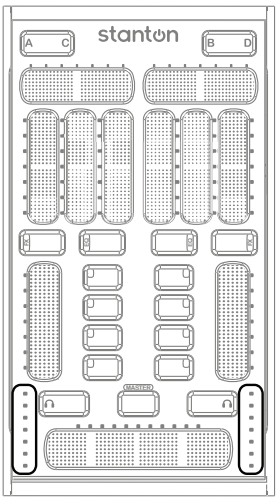



Figure 3.17

The Channel Level Meter indicates the volume of each channel like a traditional DJ mixer. (Figure 3.17)

### 3.2.10 Channel Strip

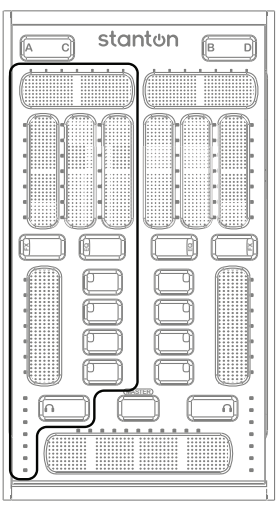



Figure 3.18

The Slider, Button, Mode Switchers, Channel Fader, Level Meter, and Monitor Button all constitute a traditional channel strip. The Channel Strip can be switched between decks A/C on the left side and B/D on the right side of the SCS.3m to control up to 4 software channels. (Figure 3.18)

## 4. SCS.3d Description

### 4.1 SCS.3d – Traditional Deck Comparisons

The SCS.3d was developed to give you the kind of control normally associated with CD decks, but in a small, portable layout. Just like its more traditional counterparts, the SCS.3d is broken up into 3 main areas; Platter Area, Pitch Fader, and Transport Buttons. Let's begin by describing each area.

#### 4.1.1 "Platter" Area

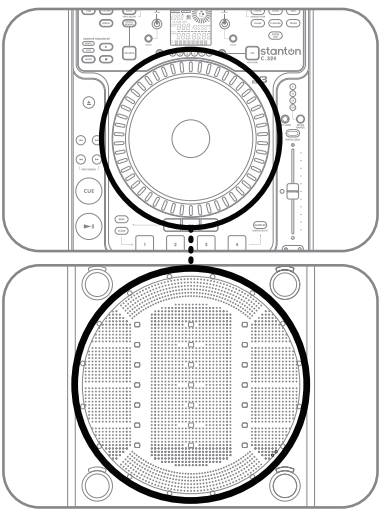



Figure 4.1

The Platter Area is where the user manipulates a song. (Figure 4.1) This is where you put your hand to cue, or manually adjust a track. On a traditional CD player, the song would be playing off a CD contained in the unit itself. On the SCS.3d, the song would be playing from a software deck on a computer.

#### 4.1.2 Pitch Fader

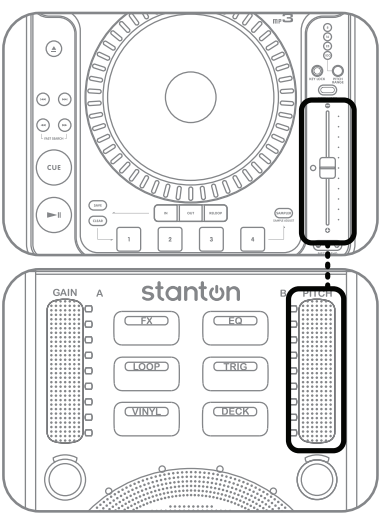



Figure 4.2

The Pitch Fader is where you control the playback speed of the deck. (Figure 4.2) It is the single most important control for beatmixing.

Some DJs constantly "ride" the pitch fader when beatmixing songs together, while others set it and manipulate the platter to make any fine adjustments. Choose the approach that feels right for you.

### 4.1.3 Transport Buttons

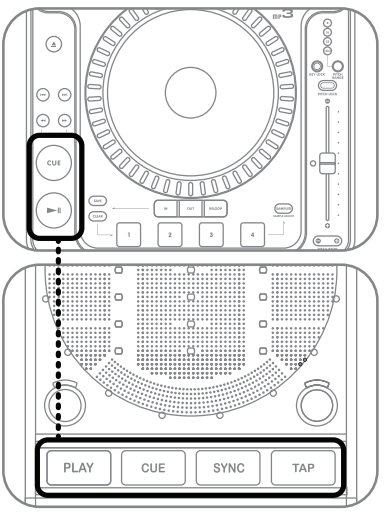


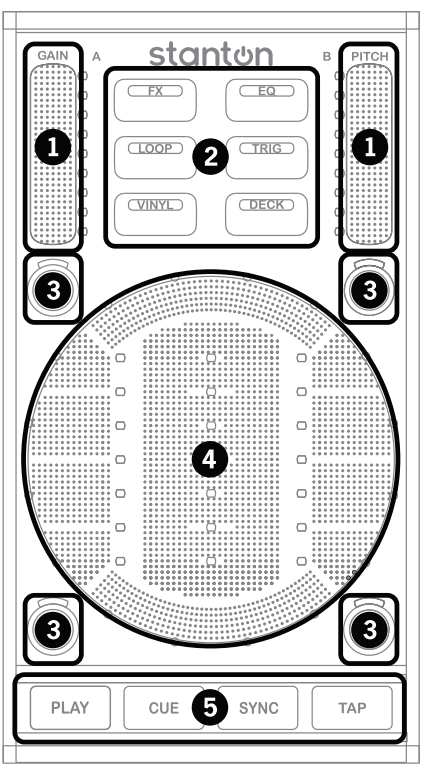

Figure 4.3

Your Transport Buttons are where you play, pause, and stop a track. (Figure 4.3) On the SCS.3d, we have also included the SYNC and TAP buttons in this area. In fact, the PLAY, CUE, SYNC, and TAP buttons are “tactile” buttons, not touch sensitive like the rest of the SCS.3d.

These buttons are global and have the same function in all modes on the SCS.3d.

## 4.2 SCS.3d Top Panel Functional Groups

The SCS.3d has 5 functional groups. (Figure 4.4)




1 Gain and Pitch Sliders

2 Mode Switcher

3 Trigger Buttons

4 StanTouch Control Area

5 Transport Controls

Let’s read a brief description of each of them.

### 4.2.1 **Gain/Pitch Sliders** (Figure 4.5)

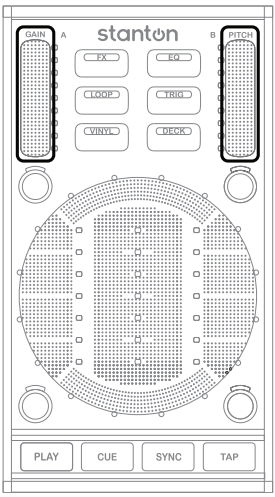



Figure 4.5

The Gain Slider is located in the top left corner of the SCS.3d. It controls the gain for whatever deck that SCS.3d is controlling. However, Gain is different than volume. Think of gain as the output of the deck before it is affected by the volume fader. For example, if a deck is excessively loud (even when you bring your mixer volume down) you would need to adjust the gain to fix this problem.

The Pitch Fader is located in the top right corner of the SCS.3d. In the DJ world, adjusting pitch actually means adjusting the playback speed of the track. This is the main tool DJs use for beatmixing songs together.

To increase the overall accuracy of the SCS.3d pitch faders, we have changed the type of data the Pitch fader sends out to a relative message (instead of absolute) so you have very fine control over the pitch fader in a compact space.

### 4.2.2 Mode Switcher

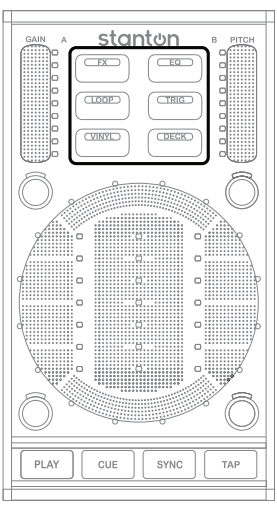



Figure 4.6

The “Mode Switcher” section is a group of 6 buttons that change the way the SCS.3d behaves. (Figure 4.6) Each of these buttons makes changes to one or more control areas on the SCS.3d. Because the function of each mode is programmable, the specific change each mode makes is highly dependent on what DaRouter preset is being used.

Usually, the Mode Buttons change the way the StanTouch Control Area and the Trigger Buttons work, but in some cases, other control areas can be affected as well.

In this section of the manual, we will look at these modes in general terms. Later on, we will describe how some of these modes work with the included Virtual DJ LE software, to get you started mixing right away.

#### 4.2.2.1 FX Mode

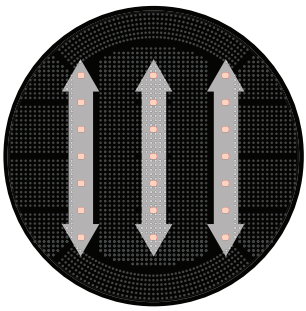


Figure 4.7

FX Mode usually turns the StanTouch Control Area into 3 vertically aligned “sliders” (or virtual faders). (Figure 4.7) These 3 sliders would then be mapped to the effects functionality in whatever software you are using.

#### 4.2.2.2 EQ Mode

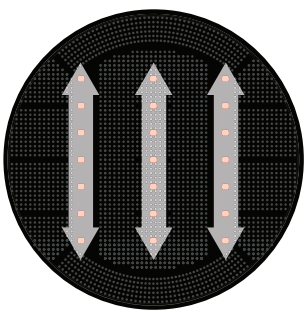


Figure 4.8

Like FX Mode, EQ Mode usually turns the StanTouch Control Area into 3 vertical sliders. (Figure 4.8) These 3 sliders would then be mapped to a 3 band EQ in your software.

#### 4.2.2.3 Loop Mode

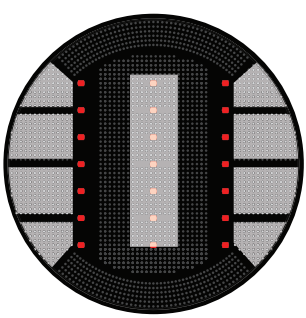


Figure 4.9

Loop Mode changes the StanTouch Control Area into buttons. (Figure 4.9) There are actually 9 distinct button areas in the control area, but some presets will combine button areas to make bigger, easier to press buttons. For example, many presets break the Control Area up into 5 buttons (2 on each side, and one big button in the middle). These buttons would then be mapped to looping functions (start/stop loop, loop length, etc).

#### 4.2.2.4 Trigger Mode

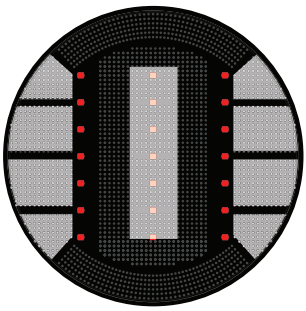


Figure 4.10

The Trigger Mode lays out the control area into a number of buttons and it would typically be used to set and recall cue points. (Figure 4.10)

#### 4.2.2.5 Vinyl Mode

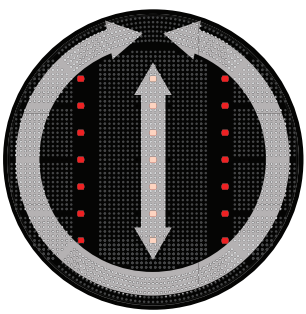


Figure 4.11

Vinyl Mode makes another major change to the StanTouch Control Area, this time creating 2 different zones – one around the outer edge of the circle, and the other vertically aligned in the middle. (Figure 4.11) This mode would usually be used to directly manipulate a song. Running your finger around the outer edge might allow you to scroll quickly through a song, while the center section might be better suited for scratching.

#### 4.2.2.6 Deck Switcher

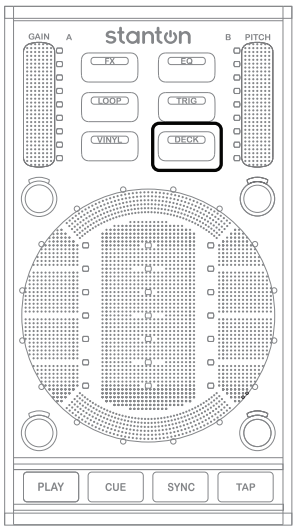



Figure 4.12

Just like on the SCS.3m, the Deck Switch button allows us to double the amount of control possible with the SCS.3d. (Figure 4.12)

Pressing the DECK button toggles the SCS.3d between 2 virtual decks. This makes it possible to easily control all 4 decks in Virtual DJ LE with the 2 SCS.3ds in this package (the SCS.3d on the left would toggle between Virtual DJ decks A and C, and the SCS.3d on the right would toggle between decks B and D).

### 4.2.3 Trigger Buttons

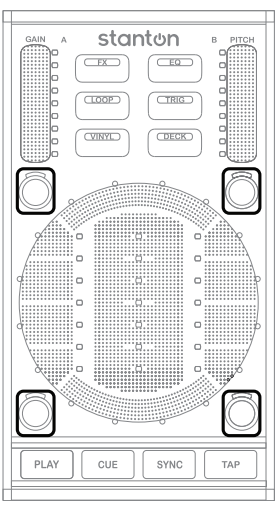



Figure 4.13

The Trigger buttons are the 4 small round buttons surrounding the StanTouch Control Area. (Figure 4.13) They normally change their function depending on what mode is currently active. So if EQ Mode is selected, they might be used to kill different frequency ranges. If Vinyl Mode is selected, they may instead be used to activate beat jumps. The most important thing to remember is that these 4 buttons usually change what they do according to what mode is selected.

### 4.2.4 StanTouch Control Area

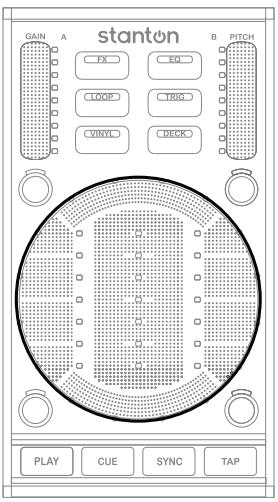



Figure 4.14

The StanTouch Control Area is really the “star” of the show on the SCS.3d, and it is where your hand will be spending most of its time. (Figure 4.14) From cueing tracks to adjusting EQs, this is where you will be working.

### 4.2.5 Transport Controls

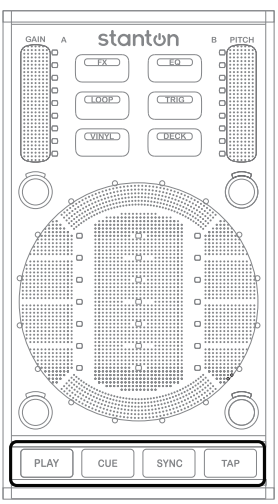



Figure 4.15

The Transport controls are the 4 buttons at the bottom of the SCS.3d. (Figure 4.15) Because these controls are so often used; we have chunky buttons that give a good click when you press them.

In general, these buttons would be mapped to the PLAY, CUE, SYNC, and BPM TAP features in your software of choice. But remember that like all the other controls on the SCS.3d, these can be assigned to any function.

The beauty of MIDI is that assignments are flexible, and features can be re-mapped according to your preferences.

### 4.3 SCS.3d Rear Panel

The SCS.3d has a single USB type B connector. (Figure 4.16)

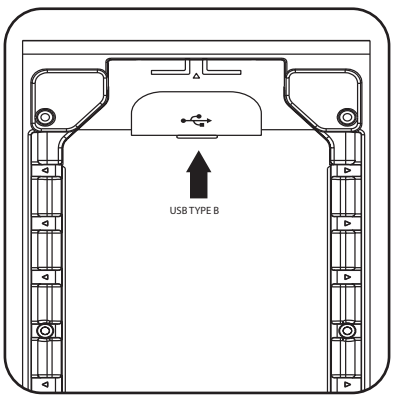



Figure 4.16

Use the included USB cable to connect this to one of the type A connectors on the SCS.3m. You can either choose to use the wire management guides to bring the cable out of the side of the SCS.3d and into one of the internal ports on the SCS.3m, or you can come out of the top of the SCS.3d and connect to one of the exterior ports on the SCS.3m. Going through the side of the controllers results in a cleaner look, but it's harder to separate the units. Going through the top does not look as neat, but allows you to quickly pull all the controllers apart.

## Installing and Configuring DaRouter

### Installing DaRouter

On your SCS.3 Support CD, you will find an install folder for an application called DaRouter. While Virtual DJ provides plug and play functionality (no need to run DaRouter), SCS.3's reconfigurable nature means that it requires a MIDI translation application and preset manager to work with other applications. DaRouter serves both functions, letting you use SCS.3 with applications other than Virtual DJ LE and Virtual DJ Pro.

### 5.1 Installing on Windows® (For OSX, please turn to page 27)

In this section, we will cover how to install DaRouter in your Windows machine.

#### 5.1.1 Installing DaRouter

**1.** Double click the SCS.3 DaRouter installer. (Figure 5.1)

Figure 5.1

**2.** If the following *Security Warning* message appears, click **Run**. (Figure 5.2)

Open File - Security Warning
Do you want to run this file?
Name: SCS3_DaRouter1.0.27.exe
Publisher: Bome Software
Type: Application
From: C:\Documents and Settings\yaramburu\Desktop
Run
Cancel
Always ask before opening this file
While files from the Internet can be useful, this file type can potentially harm your computer. Only run software from publishers you trust. What's the risk?

Figure 5.2

**3.** To install SCS.3 DaRouter click **Next**. (Figure 5.3)

Setup - Stanton SCS.3 DaRouter
Welcome to the Stanton SCS.3 DaRouter Setup Wizard
This will install Stanton SCS.3 DaRouter 1.0.27 on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
Next >
Cancel

Figure 5.3

**4.** Choose the *Installation Type* (Figure 5.4)

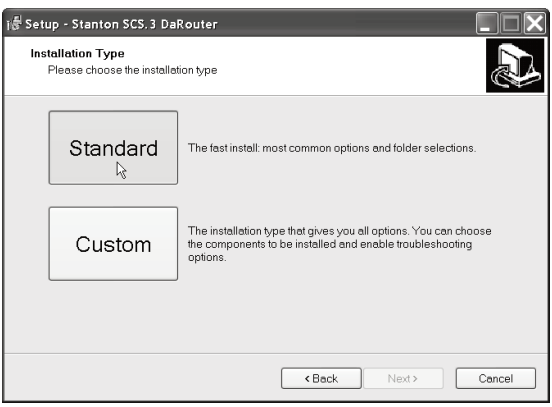

Setup - Stanton SCS.3 DaRouter
Installation Type
Please choose the installation type
Standard
The fast install: most common options and folder selections.
Custom
The installation type that gives you all options. You can choose the components to be installed and enable troubleshooting options.
< Back
Next >
Cancel

Figure 5.4

**5.** Select *I accept the agreement* and click **Nex**t. (Figure 5.5)

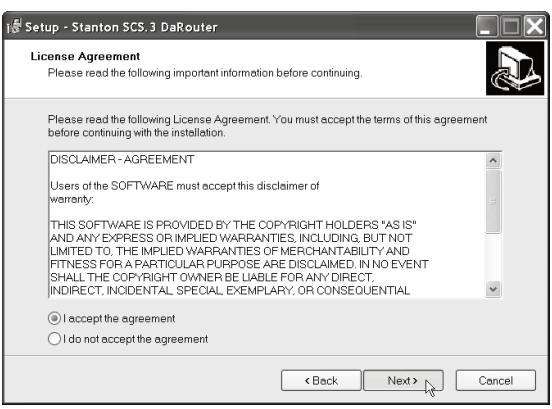

Setup - Stanton SCS.3 DaRouter
License Agreement
Please read the following important information before continuing.
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.
DISCLAIMER - AGREEMENT
Users of the SOFTWARE must accept this disclaimer of warranty:
THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
I accept the agreement
I do not accept the agreement
< Back
Next >
Cancel

Figure 5.5

**6.** The following messages will appear. Read the *SCS.3 DaRouter Warning* and click **OK**. (Figure 5.6)

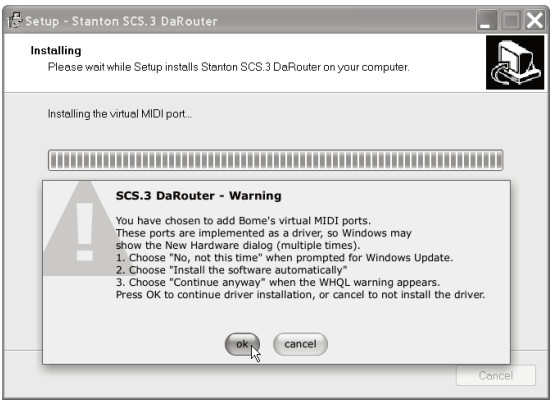

Setup - Stanton SCS.3 DaRouter
Installing
Please wait while Setup installs Stanton SCS.3 DaRouter on your computer.
Installing the virtual MIDI port...
SCS.3 DaRouter - Warning
You have chosen to add Bome's virtual MIDI ports.
These ports are implemented as a driver, so Windows may
show the New Hardware dialog (multiple times).
1. Choose "No, not this time" when prompted for Windows Update.
2. Choose "Install the software automatically"
3. Choose "Continue anyway" when the WHQL warning appears.
Press OK to continue driver installation, or cancel to not install the driver.
ok
cancel
Cancel

Figure 5.6

**7.** Select *No, not this time* and click **Next**. (Figure 5.7)

Found New Hardware Wizard
Welcome to the Found New Hardware Wizard
Windows will search for current and updated software by looking on your computer, on the hardware installation CD, or on the Windows Update Web site (with your permission).
Read our privacy policy
Can Windows connect to Windows Update to search for software?
Yes, this time only
Yes, now and every time I connect a device
No, not this time
Click Next to continue.
< Back
Next >
Cancel

Figure 5.7

**8.** Select *Install the software automatically* and click **Next**. (Figure 5.8)

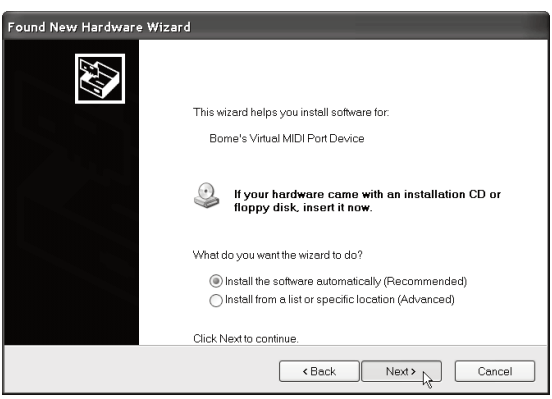

Found New Hardware Wizard
This wizard helps you install software for:
Bome's Virtual MIDI Port Device
If your hardware came with an installation CD or floppy disk, insert it now.
What do you want the wizard to do?
Install the software automatically (Recommended)
Install from a list or specific location (Advanced)
Click Next to continue.
< Back
Next >
Cancel

Figure 5.8

**9.** Click **Continue Anyway**. (Figure 5.9)

Found New Hardware Wizard
Please wait while the wizard installs the software...
Bome's Virtual MIDI Port Device
Hardware Installation
The software you are installing for this hardware:
Bome's Virtual MIDI Port Device
has not passed Windows Logo testing to verify its compatibility with Windows XP. (Tell me why this testing is important.)
Continuing your installation of this software may impair or destabilize the correct operation of your system either immediately or in the future. Microsoft strongly recommends that you stop this installation now and contact the hardware vendor for software that has passed Windows Logo testing.
Continue Anyway
STOP Installation

Figure 5.9

**10.** Click **Finish** to close *Bome's Virtual MIDI Port installer*. (Figure 5.10)

Found New Hardware Wizard
Completing the Found New Hardware Wizard
The wizard has finished installing the software for:
Bome's Virtual MIDI Port Device
Click Finish to close the wizard.
< Back
Finish
Cancel

Figure 5.10

**11.** Click **Next**. (Figure 5.11)

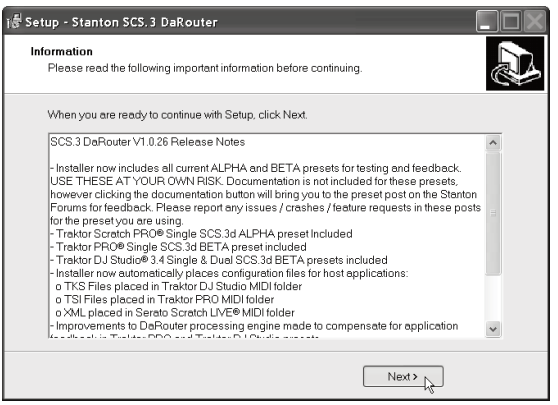

Setup - Stanton SCS.3 DaRouter
Information
Please read the following important information before continuing.
When you are ready to continue with Setup, click Next.
SCS.3 DaRouter V1.0.26 Release Notes
- Installer now includes all current ALPHA and BETA presets for testing and feedback. USE THESE AT YOUR OWN RISK. Documentation is not included for these presets, however clicking the documentation button will bring you to the preset post on the Stanton Forums for feedback. Please report any issues / crashes / feature requests in these posts for the preset you are using.
- Traktor Scratch PRO® Single SCS.3d ALPHA preset Included
- Traktor PRO® Single SCS.3d BETA preset included
- Traktor DJ Studio® 3.4 Single & Dual SCS.3d BETA presets included
- Installer now automatically places configuration files for host applications:
o TKS Files placed in Traktor DJ Studio MIDI folder
o TSI Files placed in Traktor PRO MIDI folder
o XML placed in Serato Scratch LIVE® MIDI folder
- Improvements to DaRouter processing engine made to compensate for application
Next >

Figure 5.11

**12.** Click **Finish** to exit *DaRouter Setup Wizard*. (Figure 5.12)

Setup - Stanton SCS.3 DaRouter
Completing the Stanton SCS.3 DaRouter Setup Wizard
Setup has finished installing Stanton SCS.3 DaRouter on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
< Back
Finish

Figure 5.12

## 5.2 Installing on OSX

Now we will briefly describe how to install DaRouter on your Macintosh® computer.

### 5.2.1 Installing DaRouter

**1.** Double click the DaRouter compressed file. (Figure 5.13)

Figure 5.13

**2.** Double click DaRouter installer. (Figure 5.14)

Figure 5.14

**3**. To begin the SCS.3 DaRouter installation process, click **Continue**. (Figure 5.15)

Figure 5.15

**4.** Read the License Agreement and click **Continue**. (Figure 5.16)

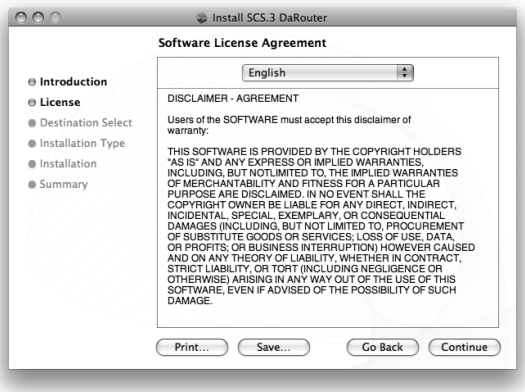

Install SCS.3 DaRouter
Software License Agreement
Introduction
License
Destination Select
Installation Type
Installation
Summary
English
DISCLAIMER - AGREEMENT
Users of the SOFTWARE must accept this disclaimer of warranty:
THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOTLIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
Print...
Save...
Go Back
Continue

Figure 5.16

If the following message appears click **Agree**. (Figure 5.17)

To continue installing the software you must agree to the terms of the software license agreement.
Click Agree to continue or click Disagree to cancel the installation and quit the Installer.
Read License
Disagree
Agree

Figure 5.17

**5.** Click **Install**. (Figure 5.18)

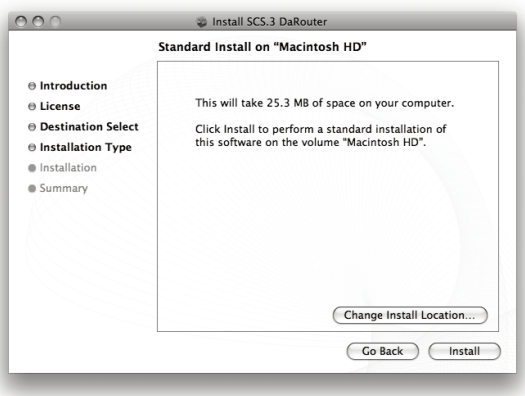



Figure 5.18

**6.** The software was successfully installed. Click **Close**. (Figure 5.19)

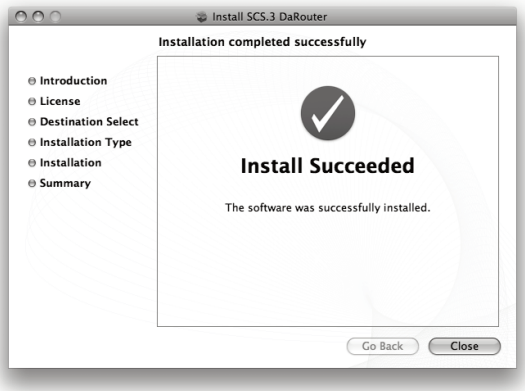



Figure 5.19

To launch Stanton the SCS.3 DaRouter, double click the icon located in your desktop or go to your *Applications* folder and double click the Stanton SCS.3 DaRouter icon.

## 5.3 Configuring DaRouter

**The Preset Section** (Figure 5.20)

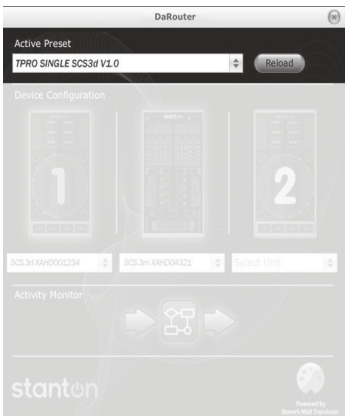



Figure 5.20

• **Active Preset** – tells you the currently selected preset. This is a drop-down box that can be used to select any presets that are either loaded by default, or have been manually loaded by the user.

• **Reload button** – This button reloads the currently selected preset.

• **"?" button** – Loads the help file associated with the currently selected preset. It is always important to click this button to learn about functionality with the currently loaded preset.

**The Device Section** (Figure 5.21)

Figure 5.21

This section tells you what devices are connected and active.

When an SCS.3 controller is connected, you will see it "light up" with a blue outline to let you know it is active. Also, you will see the box underneath each connected device will tell you its serial number. If you want to change the device order, you can click the serial number drop-down box and swap positions with any of the other devices.

**The Activity Monitor** (Figure 5.22)

Figure 5.22

The Activity Monitor lets you know what is happening with DaRouter. There are 3 symbols here, an arrow, a square, and another arrow. The first arrow lights up blue to let you know when DaRouter is receiving MIDI data from your controllers. The square lights up to let you know that DaRouter is processing rules. The last arrow lets you know when DaRouter is sending MIDI out to your application.

You are also able to manually load presets into DaRouter. Just take the preset file you have downloaded and drag & dropping it on top of the DaRouter application so it is loaded as the active preset.

**Important:** if you want to know how the preset you have selected works, press the "?" button.

## 6. Using the SC System 3 for Generic MIDI Control

In addition to the Virtual DJ LE specific operation, the SC System 3 can be used as a powerful MIDI controller solution for any MIDI compatible application by selecting a different preset. If you are not using Virtual DJ LE, please check the Stanton website and forums to see if there is a specific DaRouter preset available for your favorite application.

The SCS.3d and SCS.3m work slightly different in respect to how they can be used generically. The SCS.3m has standalone-preset functionality built into the hardware, whereas the SCS.3d always requires DaRouter to be running. Likewise, when all 3 components are going to be used together DaRouter must be running.

Now, let's go over how to configure the SCS.3m and SCS.3d as standalone, and the SC System 3 as a whole for Generic MIDI Control.

### 6.1. SCS.3m Standalone Configuration

The SCS.3m works in three modes, Automatic mode for standard MIDI use cases, Application Feedback mode for applications with MIDI output, and Flat mode for running DaRouter presets. In Automatic and Application Feedback modes, all the deck/mode switching is handled by the SCS.3m for easy MIDI learning. In Automatic mode, the SCS.3m controls all of its own LEDs. In Application Feedback mode, the SCS.3m processes MIDI output from your application to keep LEDs in sync between the application and one or more controllers. For more information, please visit *www.stantondj.com/SCS3m/MIDI/*

When using the SCS.3m by itself, DaRouter does not need to be running. In the MIDI configuration dialog of the application that you are using, please select the SCS.3m instead of DaRouter.

**Important:** If you plan to use MIDI directly from the SCS.3m, do not run DaRouter.

#### 6.1.1 Selecting MIDI Channel

The SCS.3m can be reconfigured to broadcast and receive on different MIDI channels to allow multiple SCS.3m units to be connected to the same computer without channel conflicts, or for use with other controllers with fixed MIDI channels. To change the MIDI channel on the SCS.3m follow the instructions below:

1) Cover the entire top right slider with your fingers and press the lower right headphone button.
2) The center section of the SCS.3m will light red to indicate that the unit is now ready to change its MIDI channel.
3) You can change the MIDI channel by pressing any of the center buttons to select the channel. The top left button is MIDI channel 1 and the channels cascade from left to right so the top right button would be MIDI channel 2. Select any button to change the MIDI channel from 1-8 and the unit will update to broadcast and receive on that channel.

### 6.1.2 Selecting Built-in Presets

The SCS.3m comes with built-in intelligent firmware presets for different mapping configurations of the sliders and buttons. For instance, the default functionality of the SCS.3m shows sliders as boost /kill for “EQ mode”, but both the LED feedback and slider message output can be changed depending on what your MIDI application accepts as an incoming message. To access the built-in firmware presets follow the instructions below:

1) Cover the entire top left slider and press the lower right headphone button.
2) The center section of the SCS.3m will light red to indicate that built-in preset select mode is activated. The preset numbers start with the top left button and go from left to right, so for instance “Preset 2” is the top right button.
3) You can select a built-in preset at this time to change the configuration of the SCS.3m sliders and buttons.
4) Make sure that the unit is not in Application feedback mode if you are using it with an application that does not support MIDI output (most applications do not). If you are not seeing feedback on the sliders and buttons, toggle between Automatic and Application feedback by covering the top left slider and pressing the lower left headphone button.

Depending on your application, different presets will be desired. For example, if you are using Ableton Live all sliders with sweep feedback might be desired such as the configuration for preset 3. Below is a table of all the built-in presets and their functionality:

| Button | Preset # | Button State | Absolute Sliders | Relative Sliders | Slider Pattern |
|---|---|---|---|---|---|
| 1 | Preset 1 | Trigger | S3 – S11 | S1, S2 and S9, S10 (Master only) | default |
| 2 | Preset 2 | Trigger | All | S9, S10 (Master only) | default |
| 3 | Preset 3 | Toggle | All | S9, S10 (Master only) | All bottom-top |
| 4 | Preset 4 | Toggle | S9 – S11 | S1 – S8 | n/a |
| 5 | Preset 5 | Trigger | All | None | All bottom-top |
| 6 | Preset 6 | Trigger | S9 – S11 | S1 – S8 | n/a |
| 7 | Preset 7 | Toggle | None | All | n/a |
| 8 | Preset 8 | Trigger | None | All | n/a |

To choose the “right” preset, first review the table above to determine which type of interaction you need. Below are definitions of the terms used in the table:

**Button States**

**Trigger** – Trigger means the LED for the button will only illuminate when a finger is placed on the button. Good for triggering samples.
**Toggle** – Toggle means the LED will change from blue to red when a finger is pressed and then will change back to blue when pressed again. This is good for functions that turn On and Off.

**Absolute Sliders**

Absolute Sliders exactly follow your finger's position on the surface and feature multiple touches. These are good for controls like volume or effect settings. For instance, the preset with all Absolute Sliders could be mapped towards controlling a digital audio workstation.

**Relative Sliders**

Relative Sliders follow the gestures of your finger but do not send absolute position. These are good for controls that might want to be fine-tuned as opposed to quickly moved from top to bottom. For instance, a pitch control would be good for relative control.

**Note:** *Not all MIDI applications support relative mode. Please consult the owner's manual of your software. Sometimes relative is referred to "Relative Bin Offset."*

**Slider Pattern**

This controls the feedback of the slider's LEDs on the control surface. The default pattern is "boost/kill" feedback for EQ and "bottom to top" (or sweep) feedback for FX and volume sliders. When sliders are relative, no feedback is given other than "finger trace" which follows your hand movement while touching the sliders.

### 6.1.3 Advanced Control of Built-in Presets

The built-in presets can be re-configured and saved through MIDI messages.

To learn more about the SCS.3m's advance MIDI modes please visit *www.stantondj.com/SCS3m/MIDI/* for complete MIDI specifications and guides on reprogramming the built-in presets and using application feedback mode to create your own controls and mappings.

## 6.2 SCS.3d Standalone Configuration

The SCS.3d requires the DaRouter application to be running to support generic MIDI control. In DaRouter it is necessary to select the appropriate preset according to the physical configuration. The generic presets available are listed in section 6.2.1 below.

A single SCS.3d can be used to control two decks, or two SCS.3d's can be used for dual deck control.

The LED feedback for these generic presets is performed by the DaRouter software based on the user inputs on the StanTouch surface.

### 6.2.1 Selecting Presets

To use the generic preset for MIDI mapping with the SCS.3d, you need to select the proper preset in DaRouter. Depending on how you intend to use the SCS.3d with your application, you will need to select one of the following presets.

| Preset Name | Functionality |
|---|---|
| GENERIC Single SCS.3d | This preset is used when only one SCS.3d is required for performance. Only one deck is enabled so this preset will not switch between deck A/B. This preset would be used for non-standard deck mapping such as for video applications.<br><br>The DECK button provides another “vinyl” mode layout instead of doing deck switching. In this preset, MIDI messages are sent on channel 8 only. |
| GENERIC Single SCS.3d Dual Virtual | This preset is used when using one SCS.3d is being used to control 2 virtual decks. This preset would be used for most DJ applications.<br><br>When using this preset, pressing the DECK button will switch between decks A and B. When switching decks the notes and control messages are the same, only the MIDI channel changes from 8 for deck A and 9 for deck B. |
| GENERIC Dual SCS.3d | This preset is used when two SCS.3d’s are connected, and each unit needs to be directly mapped to deck A and B respectively. Because both decks are directly mapped, there is no need for deck switching, so the DECK button is disabled. In this preset MIDI messages are sent on channel 8 for deck A and channel 9 for deck B. |

### 6.3 SC System 3 Configuration

To use all 3 controllers together as a system for generic MIDI mapping, you will need to run DaRouter and select the “GEN SC System 3” preset. This will place the SCS.3d’s into the GEN Dual SCS.3d preset and the mixer into Automatic mode as described above.

### 6.4 MIDI Learn

Now that you have configured the SCS.3m, SCS.3d, or the entire SC System 3 for Generic MIDI Control, you can use MIDI Learn to assign any of the controls into your software application. Almost all audio applications support MIDI Learn, but each application implements MIDI Learn in a different way. To obtain more information about how MIDI Learn works in your favorite application, please read its User Manual.

## 7. Troubleshooting

1) *When I connect the SCS.3m to my computer, it seems to work normally, but nothing connected to its USB ports (like the SCS.3d controllers and/or other external devices) works properly.*

   This usually happens when the SCS.3m is not getting power. Verify that your SCS.3m is plugged into mains power via the included adapter. If it is, verify that the outlet you are plugged into is working properly.

2) *I have my SCS.3m attached to my computer via a USB hub and cannot get it to work.*

   It's never a good idea to connect one USB hub into another hub. Please make sure you plug the SCS.3m (which contains its own powered USB hub) *directly* into a port on your computer.

3) *It is very difficult to turn the knobs on the back of the units (when removing the rear cover).*

   Especially when SCS.3 controllers are new, those knobs can be hard to turn with just your fingers. On the top of each knob is a slot in which the edge of a coin can be placed to make turning them easier.

4) *The SCS.3 controllers work, but sometimes they are sluggish and do not respond quickly to my touch.*

   This can happen when your hand or the controllers get moist. If this is the case (like if you're working in a hot club and sweating), dry off your hands and/or the SCS.3 controllers as much as possible.

5) *The SCS.3 controllers do not work with Virtual DJ LE as described or at all?*

   Please confirm the connection between SCS.3 and Virtual DJ by opening the CONFIG menu within Virtual DJ. and check the MAPPERS section. This will tell you if your devices are connected. As well, some computers put out very low USB bus power. If this is the case, it may be necessary to purchase a powered USB hub to connect your SCS.3 system to your computer.

6) *When I try to connect SCS.3d to the SCS.3m, it is not recognized and/or the LEDs on the unit light in an irregular pattern.*

   Check that the USB cable is securely connected to both the computer and SCS.3m, and verify that the SCS.3m is plugged into mains power. This can sometimes also be caused by an underpowered USB port, so try plugging the SCS.3m into a different port on your computer. Finally, it's not a good idea to plug the SCS.3 pack into *any* hub (since the SCS.3m is a hub on its own).

7) *I do not have an Internet connection and I am unable to download any software associated with the SC System 3 (new presets, etc).*

   If you are unable to connect to the Internet, Stanton will provide you with the needed software and documentation free of charge. Call Stanton Support at XXXXXXXXXXXXXXX and it will be shipped out to you.

8) *My problem is not covered here.*

   Please go to *www.stantondj.com/scsystem3* for more in depth troubleshooting information.

## 8. Specifications

**SCS.3m Control Specifications (physical):**

17 Buttons
11 Sliders
2 Level Meters

**SCS.3m Control Specifications (banked in firmware):**

39 Sliders
36 Buttons
6 Level Meters

**SCS.3d Control Specifications (physical):**

8 Buttons
2 Sliders
3 Sliders (StanTouch area)
5 Button (StanTouch area)
1 Circular Control w/ 1 slider (StanTouch area)

**SCS.3d Control Specifications (dual generic preset):**

18 Sliders
64 Buttons
2 Circular Controls

**MIDI Specifications:**

Standard note messages for each control
Relative control change movement message for each slider
Absolute position control change messages for each slider
Multiple feedback modes for LED chains (single LED, sweep, boost/cut, spread)
Multicolor (blue, red, purple) control

**USB Specifications:**

USB 1.1 and 2.0 class compliant MIDI controller
USB bus-powered*
SCS.3m Power Specifications
12 VDC/1500mA

**Minimum System Requirements:**

Mac:
- Power PC G5 or multicore Intel® processor
- Mac OS X (v10.4 or later), Intel Core Duo 1.66 GHz, 1 GB RAM

Windows:
- Windows XP (SP2, 32 Bit) or Vista (SP1, 32 Bit, 64 Bit)
- Pentium IV or Athlon 1.4 GHz (SSE1), 1 GB RAM

Internet connection for Virtual DJ LE activation

**Form Factor:**

Dimensions for each SCS.3 component (H x W x D): 8.52 in. x 4.72 in. x 1.38 in.
216.5 mm x 120 mm x 35.25 mm
Dimensions for the entire SC System 3: 8.52 in. x 14.16 in. x 1.38 in. / 216.5 mm x 360 mm x 35.25 mm

**Weight:**

SCS.3d – 1.10 lbs / 0.499 kg
SCS.3m – 1.16 lbs / 0.526 kg

*USB hub/port must meet USB power specifications, when internal USB hub is used additional power must be supplied to unit.

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One (1) year all headphones, computer audio devices, including room correction devices.

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